

IMPASSABLE

January 31, 1972

Issue #0

Published by John Boyer

WELCOME

The editor, publisher and owner of this fantastic gamezine is none other than John Boyer who now resides in beautiful Pennsylvania and in beautiful downtown Carlisle. Land of plentiful crops, Pennsylvania is well known for its bountiful farmland and its famous milk cows. Moo. Not only that, Pennsylvania is also an industrialized state with all the benefits and disadvantages of industrial progress. Cough, choke.

You may wonder about my neighborhood. Is it choking in the constant smog of production? Fortunately, we have not reached that fatal index of pollution in the air. You can still see the Shopping Center on the other side of the highway on a clear day. However, down in the dark, damp basement of my house, I don't really get to notice the sun or the pollution. I have different problems of dampness and rats scurrying across the floor. Ordinarily, rats are no problem, but when they feed on the bountiful farmland in Pennsylvania, they get rather big, then you have the problem of avoiding tripping over them. The walls drip with dampness, the wooded beams in the stone ceiling are aged with moldy crusts of wood falling on my typewriter. Or they may fall on the torches and put them out. Then, while I grope around the room feeling for a match, I could stumble over the various torture equipment and hurt myself. Yes, it is definitely rough to work in the dungeon.

Getting back to more cheerful subjects, I want to introduce myself and my hobby. I myself am not very tall....about 4' 8" tall, of course, if I didn't have my hunched back, I could stand a little taller. It does pose a small problem for typing as I have trouble getting my deformed hands high enough over the keyboard in order to type efficiently. So, I want to apologize for any mistakes in the future, heh, heh. My hobby is collecting giant spiders, but talking about the area of publishing, I do have the abnormal desire to type and write about the outside world. You don't know how I hate seeing all those happy, cheerful people walking through the sunlit farmland of Pennsylvania, grrrrr.

Actually, I do like to type in spite of my several handicaps. Indeed, I hope to make Impassable unforgettable as an horrifying experience in the world of international bloodletting and stabbing and killing, and war....now I really like this! I intend to come out of my hiding to mail you victims, er people, your copies of my infernal work every three weeks. Naturally, it is possible that I may not be able to keep this schedule absolutely as sometimes my nights are taken up in the torture chamber...you wouldn't believe the demand for my services! Of course, I hope that you people will believe in my service, heh, heh.

That is about all for now, I must get back to my work in the chamber. Drats, those rats are eating my lunch....scram....scoot.....

waitfully yours,

J. "HUNCHBACK" Boyer

An Explanation is due: This was what could have happened to Impassable instead of the course it did take. An extremely few copies were sent out. One was sent to then active publisher Robert Johnson in New Jersey. His copy wound up in Walter Buchanan's Hoosier Archives where it is enclosed in solid clear plastic for eternity. The admission price was 50¢, but you'll have to check with Walt since they've just moved into their new headquarters and the admission rate may have been raised. This has been dubbed "Issue #0" two years later by Walt when he informed me he had a copy of it. A true horror story, right?

Impassable is a journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., E.D.S.T., on weeknights except Mondays. Sub to Impassable is still 12/\$2.00. A shorter sub is available for newbloods at 6/\$1. This is a tri-weekly gamezine, a subsidiary of Chapel Hill Publications founded in March of 1972. This issue is a special THIRD ANNIVERSARY SPECIAL.

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NOTE! STANDBYS NEEDED

With all the new games started, there is again a need for an organized pool of players who will act as standbys and possible replacement players. This time I will be setting up one large pool to serve for all games. Get on it now! You must be a current player, trader or subscriber to enter the pool! First come will get first attention!

Hurry! How about someone to watch Russia in 1975T?

GAME OPENINGS

CENTURION, #1. Russell Fox, 5160 Donna Ave., Tarzana, CA 91356. Mimeo. Openings in reg. dip. and YV variant. GF is a sub which is 8/\$2. Extra games and for traders, GF is \$1. YV maps available from Randolph Bart (9950 Reseda Blvd., Unit #13, Northridge, CA 91325) for 1/30¢, 2/40¢ and 20/\$3.

CLAW & FANG, #48. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Mimeo. Openings in reg. dippy and in a Mensa only game. GF is \$2 plus sub. Sub is 10/\$2 which will go up May 1st to 12/\$3.

LIAISONS DANGEREUSES, #54. Lenard Lakofka, 644 West Briar Place, Chicago, IL 60657. Ditto. Openings in reg. dip for novices only! GF is \$6 or \$8 airmail. (Overseas GF is \$11 but does not include the sub which is 8/\$2 surface, 7/\$2 air, 5/\$2 foreign air.) Sub rate for North Americans is 8/\$2.

BRAINWAVE, #11. Don Efron, 1823 Dacotah Dr., Windsor, Ont., N8Y 1S4, Canada. Due to Canadian strike is asking all U.S. readers to write to him at: Don Efron, c/o Anita Turkin, 27000 Franklin Rd., #610, Southfield, MI 48076. Ditto. Openings in reg. dip and YV variant. GF is \$3 plus a \$3 sub.

EN PASSANT, #62. Greg Warden, 804 S. 48th St., Philadelphia, PA 19143. Openings in reg. dip. GF is a deposit of \$3 (which I presume would be returned if you don't drop out of the game), unless you already play in EP or have completed 5 games of postal dip or its variants. Subs are not wanted.

Mimeo. TURNABOUT, #8. Peter Berggren, Davistown Schoolhouse Rd., Orford, NH 03777. Mimeo. Openings in Middle Earth V variant and in Interplanetary Warfare variant. GF is \$1.25 plus sub. Sub is 10/\$2.

SPECULUM, #13-14 (double issue). Dave Kadlecck, 1447 Sierra Creek Way, San Jose, CA 95132. Openings in reg. dip, Third Age variant, YV variant, and Fish's Delight variant. GF are, respectively, \$1.50, \$1.50, \$2.00, and \$0.00. Forgot Middle Earth VII at GF of \$1. All GF is in addition to a sub which must be maintained. Sub rate is 10/\$2 or 10/\$2.30 airmail. Ditto.

QUO VADIS, #44. Dick Vedder, 1451 N. Warren, Tucson, AZ 85719. Ditto. Openings in Downfall/Return variant. GF is sub at 10/\$2 rate. Standbys are needed for two orphans: a Diadochi IV variant and a Jihad II variant. rules to either is .25¢. Downfall/Return is

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GAME OPENINGS, CONTINUED

(cont. from pg. 2)

available from the North American Variant Bank, c/o Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312. Inquire for price. PELLUCIDAR, #31. Burt Labelle, Forest Park #23, Biddeford, ME 04005. Mimeo, was ditto. Openings in YV variant. GF is \$6, but send it to Robert Sacks, 15-F Tang Hall, 550 Memorial Dr., Cambridge MA 02139, he will be the guest gamesmaster for this game. Sub to Pellucidar is 10/\$2.00.

THE MASTER MACHIAVELLIAN, #7. c/o Michael Homeier, 238 N. Bowling Green Way, Los Angeles, CA 90049. Openings in reg. dip for \$1 GF plus a sub. Colonia variant at GF of \$1.50 plus sub. Sub rate is 12/\$2.50. Ditto.

Other trades which I get but have no openings and which I consider as interesting reading follows:

THE POCKET ARMENIAN, #12. Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432. Sub is 8/\$2.00. Mimeo.

THE MIXUMAXU GAZETTE, #29. Robert Lipton, Box 360, Lafayette College, Easton, PA 18042. Sub is 5/\$1.00. Mimeo.

YGGDRASIL CHRONICLE, #45. Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080. Mimeo. Sub is 10/\$2.00.

PAROXYSM, #3. Robert Correll, 44 Rawlinson Ave., Toronto, Ont., Canada M4P 2M9. Send money to: Harry Drews, P.O. Box 282, Kitchen-er, Ont. N2G 3X9. Sub is 10/\$2. Do not send funds cashable on U.S. Banks, i.e. checks. Ditto.

THE POUCH, #76. Gil Neiger, 300 West 108th St., New York, NY 10025. Mimeo. Sub is 5/\$2.00 (they're large issues).

EREWON, #85. Rod Walker, "Alcala", 1273 Crest Dr., Encinitas, CA 92024. Ditto. Sub is 6/\$1.00 in US funds or checks.

EVERYTHING, #20. Doug Beyerlein, c/o Hydro-comp, 1502 Page Mill Rd., Palo Alto, CA 94304. Sub is 10/\$4.00. Send it to "Chintimini Enterprises", 2115 NW Elder St., Corvallis, OR 97330. Checks must be made out to "Chintimini Enterprises". John Weswig is the publisher though Doug Beyerlein is the editor and Boardman Number Custodian. By the way, it should be stressed that Everything is totally a zine for reporting game results of completed postal games of Diplomacy. Offset.

IMPASSABLE, #48. John Boyer, 117 Garland Dr., Carlisle, PA 17013. Has no openings left for hobbyists, but does put out a good mimeo publication. Sub is the cheapest around at only 12/\$2.00!

NEWS

Q: T E I L M C H B Y
F H D P O A Y O B

Two gamezines changed from ditto to mimeo production: Claw & Fang and Pellucidar. Quite a few of the newer publications on the market are starting with mimeo rather than ditto. I would venture to say that this just might be a beginning of a trend toward mimeo. What with high prices no matter how you publish and with the cost of mailing the issues becoming much more like 99% of your zine costs, it is rapidly becoming trivial to consider ditto as a cheaper way to publish!

There seems to be a new argument between Rod Walker and John Beshara and/or John Boardman. The article originally published, The Boardman Numbers with support from TDA has since been hotly contested by Rod Walker. Both the TDA report and Rod Walker's reply have been printed in several places and so I won't bother reprinting it. All I wanted to say is that I hope that the work on the Boardman Numbers will continue and to serve the needs of the players! The arguments to me appear to be over what amounts to trivial differences. I won't say who's right or wrong as I only have their competing words to go on! It is unfortunate that people can't agree more often rather than disagreeing.

Ever hear of CDGO? That's Canadian Diplomacy Gamesmasters Organization. Founded to guarantee against orphaned games by member publishers. An interesting idea which was not all that new since Midwest Gaming Association had been doing it quite for some time now. I wonder if there would be enough interest in a Pennsylvania or Keystone State GM Association? The longer you stick with this hobby, the more groups you hear about....

Jim Cooper, a player of Impassable, was kind enough to send me a copy of an ad for the International Star Trek Convention 1975. The info on this is: Aug. 7, 8, 9 and 10, 1975 at Bellevue-Stratford Hotel in Philadelphia. Tickets for all 4 days are \$7.00. Will feature guest speakers, episodes, films, costume parade, trivia quiz, dealer's room, and art show. For tickets and further information, write to: Pistie, 280 Kipp St., Hackensack, NJ 07601. If that doesn't conflict with anything on our schedule, maybe I'll go!

Freddy Brenner wants to start some dippy games. GF is \$3.00, preference list for countries is required. Freddy's address is 2821 West 12th St., Brooklyn, NY 11224--another New Yorker! Rats.....

Lenard Lakofka writes in his Liasons Dangereuses about a need for having more

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DIPLOMACY HOBBY NEWS
(cont. from pg. 3)

surveys on gamezines of the hobby. That is, rather was, a good idea and if I don't forget or run out of time I will put in a form for Impassable's own survey. Primarily it will ask to find what features or whatever you liked best about Impassable, but I may also add general questions about other gamezine.

While Robert Sacks is running his, Gemignani Awards (the opposite approach from the Calhamer Awards, i.e., the worst publisher, game, player, etc.), Don Efron of Brainwave is suggesting having a Diplomacy Hall of Fame. Just when I was getting tired and sick of all those awards shows on television, we start doing them by the dozen in the hobby! Where will it all end? If you really want to you can probably get a ballot form for the Gemignani Awards direct from Robert Sacks, 15-F Tang Hall, 550 Memorial Dr., Cambridge, MA 02139. Deadline is May 22nd.

Word from Greg Warden in his En Passant, a gamezine, is that Gordon Anderson is running some of his games by carbon copy. However, to my knowledge as well as to Greg's own admission (plus quite a few others I know), no issue of the promised January El Con has shown up anywhere.

It seems that TDA is having Eric Verheiden, Marks House, Cal Tech, Pasadena, CA 91126 handling the revival of The Fighters Home games. No further word has been heard from Father Daniel Gorham. Some are saying that he has lost interest or his health isn't good enough to revive TFH. Curiously enough, nothing is mentioned of TFH by Greg Warden, IDA Orphan Games Director. Greg did ask about Conrad von Metzke--whether he is still running some of his games which weren't orphaned to others. Sigh, the world dippy hobby doesn't look too promising with all that going on.....

Warlord, a gamezine published by Dan Gallagher who is also the North American Variant Bank Director, has been cut back to purely a gamezine with no articles or frills. He is asking if his current traders want to continue trading. I will! I'm a nut, that's why.

In fact, I'll trade with anyone who doesn't hate me (and who can?) and that should be rare as I'm lovable, or at least one girl sometime ago said that. Whatever, I'll trade with any publisher in the world called Earth. If you're extraterrestrial, you'll have to inquire....

Talking about trades, I'm slower than I

wanted to be in establishing new trades, but I've agreed to those initiated by others. One of these days I'll find enough time to initiate some of my own. Currently my trades are over 60 and covers several countries such as Canada, England, Switzerland, Sweden, Belgium, South Africa....I also have subbers coming from Mexico and Australia!

Did I forget the United States? Well, in Michigan, Herb Barents will be holding a Painting Party (A work for your room & board Dippy Party) on July 14-19. If you want to know more about this Tom Sawyer adventure then write to Herbie at: 1142 S. 96th Ave., Zeeland, MI 49464.

By the way, Herbie is offering decimal dice, so if you want to buy some, then you can inquire! It seems as if he's keeping a short supply or is running out constantly, so you might have to wait until a nother shipment arrives at his place. They are popular dice....

Any fans out there of SPI's American Civil War game? A lot of you know I'm interested in the Civil War period and am running a game of SPI's Bull Run as a multi-commander, limited intelligence postal game, but this takes the cake....imagine ACW by mail! This is a team thing too so, if you're interested, write to: Red Beam, 250 E. Telegraph Rd., #11, Fillmore, CA 93015. And there is no gamefee at all! Will somebody let him know I'm around in BR? Maybe we can trade players....

Walter Buchanan and his wife announced the birth of their second son, named John Douglas Buchanan. Douglas was for Douglas Beyerlein, and John was supposed to be for John McCallum, but his wife says it is also for Walt's brother, John, but we all know which John they meant, right old pal, old buddy, Walt?

In addition to building a new baby, they just finished building a new house to house the famous Hoosier Archives and has a couple of rooms for sleeping and eating besides!

The bad news from the Buchanan's is that they will be late with the first issue of DIPLOMACY WORLD II, to the tune of one month! I can't say enough in recommending DW and the sub is \$4.00 for a year (4 issues). It is offset and has the largest continuing collection of dippy articles. Write to: Walter Buchanan, R.R. #3, Lebanon, IN 46052. One advantage of moving across the road is keeping your old address--that means less confusion!

Well, that covers all for this issue. See my editorial for news of my own. Peace.

1970BJ, Spring 1915

GERMANY MARCHES INTO MUNICH AS BEATEN AUSTRIAN FORCES ARE BLOWN TO SMITEREENS IN HEAVY FIRE!

Error, Winter 1914 Positions: Russia also had A Con and A Smy.

Spring 1915:

AUSTRIA(Beyerlein): A Mun-Ruh/a/, A Sil-Ber, A Tyr-Pie, A Tri-Ven, A Boh-Tyr, A Alb-Tri, A Vie S A Alb-Tri, A Mos-StP, A Bud-Rum, A Bul-Con, A Gre H

ENGLAND(Keller): F Lon-Eng

GERMANY(Mahler): A Kie-Mun, A Ber S A Kie-Mun, F Nth-Hol, F Eng-Nth

ITALY(Phillips): F Nat S F Lvp, F Lvp S F Nat, F Mid-Eng, A Par-Pic, A Bel-Ruh, A Bur S Ger A Kie-Mun, A Rom-Ven, F Adr S A Rom-Ven, F Nap-Ion, A Mar-Gas, A Ven-Pie

RUSSIA(Kelly): A StP-Liv, F Nwy-StP(nc); F Nwg S F Cly, A Wal-Yor, F Cly S F Nwg, A Con-Bul, A Smy-Arm

FALL 1915 Orders due Friday, April 11, 1975 at noon, E.D.S.T.

1972BG, Autumn & Fall 1914

AUSTRIAN MERCENARIES SUFFER DEFEAT FROM RUSSIA AND ITALY'S NATIONAL POPULAR PEOPLE'S ARMIES!

Autumn 1914: Austria R A Kie-Ber and A Mos-OTB

Fall 1914:

AUSTRIA(Kelly): A Ruh-Bur, A Mun S A Ruh-Bur/r/(Ber, OTB), A Ber-Sil, A Vie-Tyr, A Tri S A Vie-Tyr, A Gal-Boh, A Bud S A Tri, A Alb-Ser, A Sev H, A Rum S F Bul(ec), F Bul(ec) H

ENGLAND(Swies): F Spa(sc) S F Nat-Mid, F Nat-Mid

ITALY(Hrbek): F Nwg-Edi, F Cly-Lvp, F Iri-Mid, A Gas-Spa, A Pic S A Bur, A Bur S A Tyr-Mun, A Tyr-Mun, A Ven-Tyr, A Pie S A Ven-Tyr, A Rom-Ven, A Gre-Ser, F Aeg-Con, F Bla S F Aeg-Con, F Ank-Arm

RUSSIA(Fish): A Kie S Ita A Tyr-Mun, A Hol S A Kie, F Bel S A Hol, A Mos S A StP-Liv, A StP-Liv

AUTUMN & WINTER 1914 Orders due Friday, April 11, 1975 at noon, E.D.S.T.

Fall 1914 Supply Center Chart:

Austria: Hom, Ser, Bul, Mun, Rum, Ber, Kie, War, Sev, Mos (9) R2, was 1 short S'14
England: ~~Edi~~, Lon, Spa (2) SP

Italy: Hom, Por, ~~Spa~~, Tun, Mar, Smy, Con, Bre, Par, Ank, Gre, Lvp, Edi, Mun (15) Bl

Russia: StP, Mos, Swe, Nwy, Bel, Hol, Den, Kie (8) Bl, only 1 center open, will be 2 short.

Press--

Rome, August 1914: King Ernesto il Ginzo today expressed hope that the new government in Austria would abandon the malicious aggressiveness of its predecessor and withdraw its forces to within the Austrian borders. The King pointed out that recent Russian gains coupled with superior Italian strategic position have rendered Austria's military position hopeless.

1972BW, Winter 1914 and Spring 1915

KIEL AND VENICE ARE REDUCED TO RUBBLE AS EASTERN ALLIES BLAST THEIR WAY INTO THEM!

Winter 1914: Italy B F Rom

Spring 1915:

FRANCE(DePrisco): F Bar H, F Nwg S F Bar, F Nth H, F Hel S F Nth, A Hol S Ita A Kie, A Ruh S Ita A Kie, A Bel S A Ruh, A Bur-Mun, A Pie S Ita A Ven, F Wes-Tyn

GERMANY(Davies): A Ber S Rus A Mun-Kie, A Swe S Rus F Nwy

ITALY(Swies): F Nap-Apu, F Rom-Nap, A Kie S Fra A Bur-Mun/a/, F Tun-Ion, A Ven H/r/ (Tus, OTB)

RUSSIA(Knudsen): F StP(nc) S F Nwy, F Nwy S F Ska-Nth, F Ska-Nth, A Den S A Mun-Kie, F Bal S A Mun-Kie, A Mun-Kie, A Sil-Mun, A Tyr S Tur A Tri-Ven, A Vie S A Tyr, F Bla-Con

TURKEY(Abbott): A Ser-Tri, F Aeg-Ion, F Gre S F Aeg-Ion, A Tri-Ven, F Adr S A Tri-Ven, F Apu S A Tri-Ven, A Boh S Rus A Sil-Mun

FALL 1915 Orders due Friday, April 11, 1975, at noon, E.D.S.T.

1973BU, Summer & Fall 1918

RUSSIANS SUFFER SETBACKS IN WARSAW. POLISH REVOLT ASSISTS GERMAN ARMIES IN TAKING CITY!

Summer 1918: Eng R A Mos-Ukr

Fall 1918:

AUSTRIA(Tonnesen): A Alb-Ser, A Ser-Rum, A Vie-Gal, A Bud S A Vie-Gal
(cont. next page)

ENGLAND(Greenwell): A Nwy-StP, F Bar S A Nwy-StP, A Yor-Edi, F NAT-Mid, F Eng S F NAT-Mid, F Spa(sc) S F NAT-Mid, A Ukr-Mos/a/, F Lyo-Tyn

GERMANY(Barents): A Gal-War, A Pru S A Gal-War, A Ber-Sil, A Mun S A Ber-Sil, A Bur S A Mun, A Mar-Pie, F Gas-Bre, F Bel-Pic

ITALY(Hulland): A Pie S A Tyr, A Tyr S A Pie, A Boh S Aus A Vie-Gal, F Mid-Spa(sc)/r/ (Iri, Gas, OTB), F Naf S Tur F Tyn-Wes

RUSSIA(Hendry): A Mos S A War, A War S Tur A Rum-Ukr/r/ (Liv, OTB), A Sev S Tur A Rum-Ukr

TURKEY(Blank): F Arm-Bla, A Rum-Ukr, F Tyn-Wes, F Ion-Tyn

AUTUMN & WINTER 1918 and Spring 1919 Orders due Friday, April 11, 1975 at noon, E.D.S.T. (Sp '19 orders can be made conditional)

FALL 1918 Supply Center Chart:

Austria: Vie, Bud, Gre, Ser, Rum (5) B1
England: Hom, Nwy, StP, Swe, Bel, ~~Set~~, Por, Spa (9) SP, lost 1, F '18

Germany: Hom, Den, Hol, Par, Bre, Mar, War (9) B1

Italy: Hom, Tun, Tri (5) SP

Russia: ~~Naf~~, Mos, Sev, ~~Naf~~ (2) R1

Turkey: Hom, Bul (4) SP

Press--

London to Berlin: Herb, we must be doing something right. After all, look at all the insecure players in the south! (You meant that geographically, but not the dippyboard? Ed.)

London to Rome: Enjoy your retreat!

London to Moscow: Enjoy my retreat?

1973Ddl, Spring 1024

SCOTTISH FORCES MOVE TO INSURE ORKIAN FAITHFULNESS. THE GREAT STONE LAUGHS AT ALL!

Error, Winter 1023 Positions: Orkney has F CaB, not F SIS

Spring 1024:

KYMRU(Gemignani): A Wic-Kil, A Car-Wic

LEINSTER(Fujihara): ~~A Kil S F~~ SIS-Dub/r/ (Tar, OTB), A Mea H, A Lei S A Mea H, F SIS-Dub/r/ (DrB, OTB)

MUNSTER(Fanelli): F Wex-Wic, F Tua H/a/, F GaB S F Tua, A Tyr-Ros, F Tra-TrB, A Cas-Off

ORKNEY(Keller): A Oma-Tyr, A Don-Ern, A Bre-Sli, F Sli-SlB, A Ros-Tua, F IAt S A Ros-Tua, F Mid-GaB, F Arm H, F WMi-NAT, F CaB-Car

SCOTLAND(Tonnesen): A Bar S Kym A Wic-Kil, F Dub S Kym A Car-Wic, F NSG C Kym A Car-Wic, A Bue-Pow, A Gwe-Bue, A Mon H, F MoB S F Iri-SIS, F Iri-SIS, F Man-NIS, F Isl-Min, A Dun-Alc, A Sut H, A Ang-Mea, F Law S Ork A Ros-Tua

SUMMER & FALL 1024 Orders due Friday, April 11, 1975 at noon, E.D.S.T.

Press--

Kymru: The Grove Grove has postponed its rock concert indefinitely. "It's Stoney again," stated the Manager, Far-Out Boyer. "Man, that is one rock pile I can't dig. Throws stones to get in free." He paused and took out a GM's special and lit it with the rulebook, "But since my last visit to Stonehenge, I wouldn't be having that mess around no more...Just me and my little sledge hammer, one hit and bye-bye Stoney.* It really cracked him up. Heh, heh, heh."

Then he went on while he still could, "That last time was what did it. Blew me out of my tree. Did you dig that cat John Boyer and the Gamesmasters, fifty dollars a ticket--gold plate special? Well, Stoney threw stones again and rip me off for the tickets. Then I decided to do something about it. Now to the rest of my plans to get Stoney for keeps." -To be continued.

STONEHENGE: "The works of mortal men will fall to pieces long before I, the Great Stone, will lose an ounce of stone!" The petrified attendants stood and heard the rare laughs that made all men shudder! "Haw, haw, hah, hah!!!" The laugh boomed across the land into Kymru where it struck the ears of the Witch Gimmini Grab. Rumors later report that though stunned, the Witch was still alive--but barely. What will the Great Stone do next?--to be continued.

1974HN, Spring 1902

EVERYBODY JUMPS OUT ON A LIMB! DROOL.....

AUSTRIA(Osmanson): F Gre-Aeg, A Vie-Tyr, A Tri-Alb, A Ser-Gre, A Bud-Ser

ENGLAND(Fujihara): F Nwy S Ger F Den-Swe, F Nth-Eng, F Lon S F Nth-Eng, A Yor-Lvp

FRANCE(McKeon): F Iri S F Bre-Eng, F Bre-Eng, A Bur-Bel, A Spa-Por

GERMANY(Kelly): A Hol-Bel, F Den-Swe, F Ber-Bal, A Sil-Pru, A Mun-Sil

ITALY(Tonnesen): A Ven-Pie, F Ion S AH F Gre-Aeg, A Boh S Rus A War-Sil, A Tun H
(cont. next page)

RUSSIA(Blank): F Bot-Bal, A StP S Eng F Nwy,
A War-Sil, A Sev-Ukr, F Rum H
TURKEY(Davies): F Smy-Eas, F Aeg S F Smy-Eas
/r/(Con, OTB), A Arm-Smy, A Bul S Rus
A Rum H/nsu/

SUMMER & FALL 1902 Orders due Friday, April
11, 1975 at noon, E.D.S.T.

1974HY, Winter 1901

EUROPEAN NATIONS REARM THEMSELVES FOR MORE WAR

AUSTRIA(Callahan): B A Bud
ENGLAND(Harsney): SP
FRANCE(McLendon): B F Bre, F Mar, A Par
GERMANY(Fanelli): B F Kie, A Mun
ITALY(Kendter): B F Nap
RUSSIA(Gallagher): B F StP(nc), A Mos
TURKEY(Cooper): B F Smy

SPRING 102 Orders due Friday, April 11, 1975,
at noon, E.D.S.T.

Winter 1901 Positions:

Austria: A Tri, A Ser, F Gre, A Bud (4);
England: A Nwy, F Nth, F Nwg (3); France:
F Lon, A Bel, A Spa, F Bre, F Mar, A Par (6);
Germany: F Den, A Hol, A Ruh, F Kie, A Mun
(5); Italy: A Ven, A Tun, F Ion, F Nap (4);
Russia: F Swe, A Fin, A Vie, F Sev, F StP(nc),
A Mos (6); Turkey: A Bul, A Con, F Bla, F
Smy (5)

Press--

Byzantium: As historian for the mercenary
army currently in the employ of Turkey, I
feel I must make our story known, at least to
our combatants. We were hired to patrol the
borders of conquered land, "conquered land"
meaning any land that the Sultan found dumped
in his lap. Due to the mishap previously
reocrded, we found ourselves in the middle of
something we hadn't expected in the least;
above our heads to put it figuratively, or,
as our imperialist neighbors across the seas
say, "out of our league." We soon found it
harder and harder to find and acquire, and
partake in, the finer things in life. Thus
it came about that we could no longer fulfill
our Epicurean pursuits; no longer could we
lend financial aid to poor madams who mini-
stered all the while to their wenches, no
longer could we enjoy the somewhat coarser
versions of that which our new neighbors to
the southwest used to enjoy, no longer could
we enjoy healthy exercises of our profession
in town establishments; indeed, no longer

could we ENJOY! We were hopelessly defeated
by an attack that strongly resembled stoicism
and we soon found ourselves in the very
clutches of that very self-same Stoicism!
Needless to say, we were aghast. More than
aghast, we were amazed, nonplussed and con-
founded! Duty ran wild through our camps,
honor crept insidiously into the hearts of
men, wickedness and treachery fell to the
overwhelming assault of honesty and goodness!
We were changed, altered irrevocably to the
creatures we now are. We cannot help our-
selves. PLEASE forgive us, for we know not
what we do!

The Oracle of Delphi: What was that again??

1975G, Fall 1901

GENTLEMEN, WE HAVE A WAR ON OUR DIRTY HANDS!

AUSTRIA(Hinmon): F Alb-Gre, A Ser S F Alb-
Gre, A Tri-Bud
ENGLAND(Cooper): A Yor-Lon, F Nth-Bel, F
Nwg-Nwy
FRANCE(Kirk): A Spa-Por, A Bur-Bel, F Eng
S A Bur-Bel
GERMANY(Amer): A Ruh S A Kie-Hol, A Kie-Hol,
F Den H
ITALY(Young): A Ven H, A Nap-Tun, F Ion C
A Nap-Tun
RUSSIA(Sabo): F Bot-Swe, A StP-Fin, A Gal S
F Rum, F Rum S Aus A Ser-Bul/nsu/
TURKEY(Kendter, Jr.): A Bul-Ser, A Con-Bul,
F Bla-Con

WINTER 1901 Orders due Friday, April 11, 1975,
at noon, E.D.S.T.

1901 Supply Center Chart:

Austria: Hom, Ser, Gre (5) B2
England: Hom, Nwy (4) B1
France: Hom, Bel, Por (5) B2
Germany: Hom, Hol, Den (5) B2
Italy: Hom, Tun (4) B1
Russia: Hom, Swe, Rum (6) B2
Turkey: Hom, Bul (4) B1

Press--

London: As one of His first official acts
since his coronation, His Majesty King Edward
VII has recalled Lord Horatio Kitchener,
Commander-in-Chief of the British forces in
South Africa, from active duty there, in
view of the most unfortunate circumstances
involving the Boers. It seems likely that
he will be re-assigned to active duty in
Europe in the near future.

Further, His Majesty would like to offer
(cont. next page)

His Most Imperial Condolences to the Czar regarding foul-ups in the Crimean Peninsula. He wishes to remind the Russians that the Norwegians have expressed a desire for democratic rule under benevolent English government.

Saint Petersburg, 4 September 1901: The rumor that Tsar Nicholas II had died was confirmed today by the Royal Physician and Palace Pusher. In a formal announcement he said, in part: "...so let there be no tears. The Tsar died as he had lived: tripping. The only sad fact is that there were so many 'tracks' that embalming is impossible; the fluid keeps running out."

However, in an informal interview he did mention that the Tsar had never even come close to overdosing before. As a matter of fact, he even mentioned that Nicholas was going to give it up to take tighter control of the country. It was soon after informing his nephew of this that the sad accident occurred. It was a shock to everyone. Well, almost everyone.

1975T, Spring 1901

RUSSIAN AMBASSADOR WON'T SPEAK WITH OUTSIDERS!

AUSTRIA(Mahler): A Vie-Gal, A Bud-Ser, F Tri-Alb

ENGLAND(Drews): F Edi-Nwg, F Lon-Nth, A Lvp-Edi

FRANCE(Lawson): F Bre-Mid, A Par-Pic, A Mar-Bur

GERMANY(Warden): A Mun-Ruh, A Ber-Kie, F Kie-Don

ITALY(Kutta): A Ven H, A Rom-Apu, F Nap-Ion

RUSSIA(Lakofka): NMR. A Mos H, F Sev H,

A War H, F StP(sc) H (Note: GM called 3 times. Twice phone was answered but collect call was refused twice! What can one do?)

TURKEY(Hulland): A Con-Bul, A Smy-Arm, F Ank-Bla

FALL 1901 Orders due Friday, April 11, 1975, at noon, E.D.S.T.

Press--

The Return of the King and the Downfall of BirSauron (#11): "Well Gene, Lehe and I woke up the next morning and our three mysterious campfire guests of the previous night were nowhere to be seen. The last thing we remembered was dancing around the fire the nigh before while Vandel led us in the chant "Drew; Draw; McGec." Anything that may have happened after that is a complete

blank."

"Howard, my dear innocent hobbit, you're lucky if all you lost was a few hours of memory. I suspect you were hypnotized by Vandel with the help of that repetitive, so-called counterspell. It was fortunate for you that Vandel was able to get the information he wanted from you in this manner. If not, the two riders in black accompanying him, Keon and Kline, would've gotten the information from you. Yes, you can be sure they'd have gotten it, but in a manner far less to your liking!"

"Gene, I still don't understand. Who are Vandel, Kline and Keon?"

"Keon and Kline are but two of the dreaded black riders. Of Vandel, if that be his true name, I've heard naught, but he must be a lesser servant of the same master. Their master still prefers to mask his activities, or you'd have felt the true malice and power of the one whose name we do not speak (BirSauron)!"

While Howard trembles at the images Gene's words have conjured up, Gene spots something up ahead which brings a smile to his usually grim lips.

"Howard, let's talk of more pleasant matters. Behind that waterfall at the head of the valley is a hidden cave. Inside, if we're lucky, is someone as different from the black riders as day is from night."

--Next time, Arn the Cerulian Blue!

1975AF (formerly Newblood #9), Spring 1901

TURKEY STOPS RUSSIA IN BLACK SEA! SWITZERLAND DECLARES WAR ON AUSTRIA FOR REMARKS MADE BY VISITING AUSTRIAN AMBASSADOR! THE WAR STARTS EARLIER THAN THIS GM PLANNED!!!!

Address Correction: Gary Carlton lives at 1842 Melrose, not 18421 Melrose! (It was the tail end of the 'y' of his first name that got me wrong there...)

Note: As GM I always give 6 weeks for the first deadline, but I goofed and gave you only 3! However, since negotiations may have depended on this deadline (surprises with advance notice??) and since no one asked for an extension, I won't give any. Gentlemen, ready or not, the war has begun!

Spring 1901:

AUSTRIA(Johnson): F Tri-Alb, A Bud-Ser, A Vie-Tri

ENGLAND(Carson): F Edi-Nwg, F Lon-Nth, A Lvp-Edi

FRANCE(Carlton): F Bre-Mid, A Par-Bur, A Mar H (cont. next page)

GERMANY(Eddy): F Kie-Den, A Ber-Kie, A Mun-Ruh.

ITALY(Bettencourt): A Ven-Tyr, A Rom-Ven, F Nap-Ion

RUSSIA(Goldston): A War-Gal, A Mos-Ukr, F Sev-Bla, F StP(sc)-Bot

TURKEY(Morphy): F Ank-Bla, A Con-Bul, A Smy-Con

FALL 1901 Orders due Friday, April 11, 1975, at noon, E.D.S.T.

Press--

Vienna: His Imperial Majesty, Franz Joseph, having heard the preposterous and fantastic claim of the Sultan of Turkey to divide the rightful territory of Our Empire, declares that a state of War now exists between Our Domain and that in-Sultan ruler.

Rome(AP): Free Austrian Radio has been carrying the following report of activities in Trieste and Tyrolia.

"The repressed peoples of Austria-Hungary are planning for the victory celebration for when the Italian army marches through. Also, reliable sources report that the rulers of Trieste and Tyrolia are learning the Italian language. Pope Paul IX has made available the booklet, "Learning Italian the Easy Way." Finally, it was disclosed that the well known insurance salesman, Taka Ur Cash, has given the rulers New England Insurance policies good for two years."

EDITORIAL

This is just about the last bit being typed in this special oversized issue of Impassable. This may be page nine, but this is being done last to fill up the page and before putting in the table of contents on the first page, er, second page.

It was fun for a change to do an issue of Impassable and I got an early start on Friday and if this had been a normal issue, it would have been mailed Monday morning, something I haven't done for about a year....

There was a lot of good material on hand and this was the fun part in reading them as I typed them onto stencils. Three long years, has it been that long? Starting out on the fourth year makes me feel-old.

Progress is being made, I think, with the format in that I am beginning to vary it and adding bigger titles makes locating articles that much easier. I still don't have time to add much artwork, if any, and

this issue didn't leave me any time at all for that.

Other plans to include a poll and the bibliographies for the rest of the players had to be dropped to the rapidly disappearing amount of time.

I hope that you all enjoyed the surprise cover and now Walt won't be able to claim that he has the only copy of #0 of Impassable. It was a big decision at the time to go with plain respectability when I liked to do something out of the ordinary, but I guessed I did the right thing after all....who could stand reading horror stories and a split personality conflict in each issue?

The house rules are being included in this issue, and will everyone take notice of how I want the orders done? These are being sent to the new players who don't have the houserules (revised version). There isn't that much changed except I deleted a lot of explanation on the rules.

Probably the biggest change in Impassable has been the increase in the news coverage and of game openings. I'm not up to actually reviewing the gamezines on a critical basis, but I do present the facts and let the readers compare for themselves. One thing which is becoming apparent to me is that when I started out my subscription rate was probably the highest in dippydom, now it is probably the lowest of the mimeos. As a result of keeping my old original price, I have increased the number of subscribers and even traders while the numbers of players dropped due to games ending, but with these new games, the circulation is at an all-time high for me. It means more work, but it also means I'm doing something right as I don't think the readers like me just because I'm cheap--well, I'll find out when the Post Office raise their rates and I'll be forced to raise mine.....

One bad trend for Impassable which is continuing is a lack of game articles. There were enough of them in the beginning, but our sources are drying up! Any of you out there who would like to become writers of game articles, please contact me! Since I'm a fairly good player I can check out your article, if you like, and give you my opinion if you're afraid to go public with your own ideas.....I'll give 3 free issues for good gaming articles!

A good friend of mine, Francis McIlvaine, is considering our offer to write a column in Impassable. He'll have free reign on what he writes as long as it pertains to the hobby in some way. It should provide interesting ideas! (cont. page 17)

NORTHERN STALEMATE POSITIONS.

by ERIC VERHEIDEN

((Note: I thank John Beshara for extending us the privilege of printing Eric's fine article. I have always welcomed Eric to write for Impassable, and through Mr. Beshara, we again have Eric's fine writing gracing our pages.))

During the past few years, a number of analyses of western stalemate positions were published. See, for example, the articles by John Beshara and Robert Lipton, and my own "Western Stalemate Positions" in Graustark #313. None of these, however, extended a certain fundamental progression: Positions not requiring control of the Mid-Atlantic.

1. Armies: Bel, Bre, Den, Kie, Nwy, Par, Pic, Ruh, StP.
 Fleets: Eng, Iri, NAt.
 Supply Centers: England, Low Countries, Scandinavia, Bre, Par, Kie, StP. (12)
 F Eng S A Bre, A Pic S A Par, A Bel S A Ruh, A Den S A Kie, A Nwy S A StP

Remove A Pic and A Bel. Add A Bur and with support from Paris and Ruhr, this new position requires only 11 units for 12 centers. From here, trade-in A Den for A Ber and F Bal. By supporting Berlin with A Kie and F Bal, there are now 12 units and 13 centers. Notice in the last two positions St. Petersburg is expendable; the stalemate is effective with A Swe S A Nwy.

(A slight reduction of this position appeared in John Beshara's "Fundamental Stalemate Positions, IV" in Atlantis #73.)

2. Armies: Ber, Bre, Bur, Kie, Mun, Nwy, Par, Ruh, StP.
 Fleets: Bal, Eng, Iri, NAt.
 Supply Centers: England, Germany, Low Countries, Scandinavia, Bre, Par, StP. (14)
 F Eng S A Bre, A Par S A Bur, A Ruh S A Mun, A Kie S A Mun, F Bal S A Ber, A Nwy S A StP
 Extensions proceed in two directions:

First, heading towards Russia, add armies in Prussia and Livonia, remove A Nwy and A Ruh. A Ber and A Kie S A Mun, F Bal S A Pru, A StP S A Liv, making the position solid.

Next, exchange F Bal for A Sil, to be supported from Berlin and Prussia. A new A Mos supported from Livonia and St. Petersburg adds another center. Alternately, A War is controlled by support from Prussia and Livonia. To hold both Moscow and Warsaw, move A Liv-Mos. Then, A Pru S A War, A StP S A Mos, owns 16 centers with 14 units.

Finally, remove A Pru and A StP in favor of A Ukr to arrive at:

3. Armies: Ber, Bre, Bur, Kie, Mos, Mun, Par, Sil, Ukr, War.
 Fleets: Eng, Iri, NAt.
 Supply Centers: England, Germany, Low Countries, Scandinavia, Bre, Mos, Par, StP, War. (16)
 F Eng S A Bre, A Par S A Bur, A Kie S A Mun, A Ber S A Sil, A War S A Ukr, A Mos S A Ukr

This position of 16 centers with 13 units allow certain reductions without sacrificing the stalemate:

Remove A Par, add A Pic, A Bel, and A Ruh. To retain this stalemate, F Eng and A Pic S A Bre, A Bel and A Ruh S A Bur, needing all the units of the 15 centers.

By removing A Bre, A Bur, A Pic and replacing them with A Hol and F Nth, we arrive at a position Robert Lipton previously published:

(cont. next page)

NORTHERN STALEMATE POSITIONS CONT.

4. Armies: Bel, Ber, Hol, Kie, Mos, Mun, Ruh, Sil, Ukr, War.

Fleets: Eng, Iri, NAT, Nth.

Supply Centers: England, Germany, Low Countries, Scandinavia, Mos, StP, War. (14)

F Iri S F Eng, F Nth S F Eng, A Hol S A Bel, A Ruh S A Mun, A Kie S A Mun, A Ber S A Sil, A War S A Ukr, A Mos S A Ukr

Returning to position 2 again and heading towards Iberia instead of Russia, we see that by moving A Par-Gas and then ordering A Bre and A Bur S A Gas, we're again solid. From here, build F Mid, supporting with all three fleets in the coastal waters off England. A Bre becomes superfluous.

With either of the above positions, Marseilles is held by A Bur and A Gas, reaching the last basic position:

5. Armies: Ber, Bur, Gas, Kie, Mar, Mun, Nwy, Ruh, StP.

Fleets: Bal, Eng, Iri, Mid, NAT.

Supply Centers: England, France, Germany, Low Countries, Scandinavia, StP. (15)

F NAT S F Mid, F Iri S F Mid, F Eng S F Mid, A Gas S A Mar, A Bur S A Mar, A Ruh S A Mun, A Kie S A Mun, F Bal S A Ber, A Nwy S A StP

All positions described herein assume unopposed dominance of northern waters by the stalemating power or alliance. Combinations of progressions proceeding in the two directions from position 2 are generally viable and sufficiently obvious so as not to require delineation.

A NEW APPROACH?

by Francis McIlvaine

Everyone knows how games start in Diplomacy, you send in your money and then you get surprised at game time to find out what country and opponents you have. There is nothing wrong with this system, but must it be the only system? There are the demonstration games where you send in your money and the gamesmaster decides if you are one of the top people in a game, and if you are--you're in! Those demonstration games have top notch people and therefore are really good games to play in.

What happens if you don't happen to be considered (by anyone but yourself and your wife/mother/little brother) as a top notch player. Well then you are back to the old routine once again. Not that the old routine is bad, no, for the majority of the games you should enter it is a great way to meet new people and therefore one way to expand your pleasure in the hobby. But you as an average, or beginning, player have no opportunity to play in a hand-picked demonstration game. You know that any gamesmaster won't pick you and yet you want to get into a game with all good players as much as any of the top notch players. Good players can be defined in almost anyway, from someone who plays at

about your skill level, communicates, writes good press, etc. to almost any other type of criterion. Say in a certain game you had an enemy who was really dogged, stubborn, never say die, and really enjoyable to play against. You would love to play in another game with him just to get a chance to be with him now that the circumstances have changed. Well, how do you do it? Start with your own picked game.

Now I have no idea if this idea hasn't been going on from day 1 in Diplomacy or anything, but, if it has, it has been kept a secret from me. I have talked to a former ally from a game that we were playing in and we decided to try to get together such a game. We passed around a community letter to everyone that we were "inviting" and asked them to suggest gamesmasters, preferred starting time, preferred deadlines, and other things. We have gotten quite a bit of enthusiasm over this matter, and as this is written I have every expectation that this game will get off the ground. The beauty of this plan is that you, or you and a friend or two, can select for those things you enjoy most as a player. If you are press freaks there you go, or extreme letter writers, or just extremely reliable people. Whatever you think is the most important aspect in a player, you can select for. These set up games need not be only one player's friends

(cont. pg. 12)

A NEW APPROACH?
(cont. from p. 11)

in this game we have asked people that know one another. Another good way to do it would be that three people suggest one person apiece. The idea that one friend would be a natural ally and ruin the game is garbage. If you pick people that is true, you have picked the wrong person. Diplomacy makes strange bedfellows as they say.

The main problem that I see about this whole plan is finding a gamesmaster for it. Now I haven't asked around forever on this but it would seem that the typical zine publisher doesn't want to take on a game already formed, but I may be pleasantly surprised when we try to place our game. For anyone out there that reads this and thinks it is a good idea and gets such a game going, write to me, Francis McIlvaine, at 144 Sackett Rd., Apt. 6, Avon, New York 14414 and I will tell you what type of success we had placing these games. If necessary I will gamesmaster a few of these games myself for you. I have had one year's experience at gamesmastering so you wouldn't be taking on the added risk of a totally new gamesmaster. Think about what I have said, this type of thing will really help my enjoyment of the hobby and perhaps it can do the same for yours.

THE UNMASKING OF BIRSAURON

by Howard Mahler

When a player gets the wrong sort of reputation strange things happen when he enters a game of postal Diplomacy. An extreme example of a player who is too well known for his own good is Edi Birsan. For example Edi joined a game as Germany in Warlord about a year ago. Well, the other six players led by Clay McCustion as Italy seemed to have agreed to start a six player game after 1902 while devoting those first two years solely to eliminating BirSauron so as to have a nice friendly game among normal people. Well I happen to know that Edi is sick and tired of such things. He even let slip that he had joined a game under an alias. Naturally I wondered what this alias was.

Keep that thought in mind as we examine another mystery on the Diplomacy scene. Over a year ago a new player burst onto the scene joining games all over the place and taking

over standby positions almost beyond number. I of course am referring to "Ron Kelly" who we are told lives in Washington, DC and works for the Washington Evening Star newspaper. I along with most people wonder how he can be in over eighty games and do so well.

What may you ask do these two personages have to do with one another? I first started to get suspicious when Edi showed great knowledge of an interest in Game 1970BJ. I'm a player in that game and Ron Kelly had at that point just taken over as Russia. However it's important to note that Edi has never had any connection with the game. He explained his interest as arising from the fact that the two major powers in 70BJ were Beyerlein and Phillips, the two people closing in on Edi's lead in the Calhamer Point Count race (wins count as one point, draws get the appropriate fraction of a point). Therefore Edi was rooting for a 5-way draw, as otherwise one of these two would win and get a full point rather than a mere 1/5 th of a point.

Now this all seemed fairly reasonable, but I was still wondering what alias Edi might be employing. At first I was thinking along the lines of the alias idea being used in just one game, as this was the impression Edi had given. But then I thought how much more likely it would be for a man such as Edi to join several games in such a manner. Edi possesses a great deal of energy and the number of games he's in under his own name is a far cry from the past (when for example he was in so many games that he could and did stab twenty people one memorable morning.). What better way to allow him to play in a larger number of games without having to deal with the "wipe out BirSauron syndrome", than to repeatedly use the alias idea?

Once the stumbling block of there being more than one game involved was overcome, everything became relatively easy to figure out. First it seemed reasonable that once Birsan had gone to all the trouble of constructing a believable alter-ego, that he would continue to use it, rather than constructing a new one for each game that he joined. So now the search narrowed to new players who had joined several games and were doing quite well (as Edi is, to say the least, a good player).

The puzzle fell into place one night when I received a call from Ron Kelly concerning the aforementioned 1970BJ. He seemed quite interested in seeing the game end in a 5-way draw. When I hung up the phone it hit me that I had heard almost the exact same

(cont. next page)

THE UNMASKING OF BIRSAURON, CONT.

conversation before, but then it was Birsan in Kelly's role! The more I thought about it the more I was convinced that Kelly was the alias Birsan had chosen to use. Firstly, Edi likes to do things in the grand manner, and Kelly has joined so many games that only someone with Edi's energy and enthusiasm could be responsible. Secondly, there's Kelly's fantastically large use of the telephone for negotiation; we all remember how Edi pioneered long distance negotiation in his win in the first Hoosier Archives Game. Also the person on the other end of the phone who said he was Ron Kelly had a southern accent; what better way for Birsan to disguise his voice! Next, we come to Kelly's reputed obsession with becoming first on the Calhamer Point Count list, pure Birsan again.

The more details I examined the more sure I became that "Ron Kelly" was a mere construct devised by Birsan to allow him to duplicate his past performance in rising to the top of the heap. For example Edi is the President of I.D.A. As such he has the problem of mustering support for his proposals in the I.D.A. Council. Someone of Edi's deviousness would have no trouble thinking of the solution of having his alter ego also run for a place on the Council, presumably one of minor duties, but yet could still back Edi with an extra vote on the council. Since prediction is the best test of any theory, I was pleased to find that "Kelly" was running for Secretary at Large. Now that he has been elected it will be very interesting to see how often "Kelly" votes with Birsan on the close votes on crucial issues.

This brings us to my reason for making this discovery public. There are still some unanswered questions and I hope I can enlist the aid of you out there in finding an answer. For starters how does Edi work the logistics of eventually getting the mail addressed to "Ron Kelly" in Washington. I suspect that Birsan has a friend who works for the Washington Evening Star, whose name may even actually be Ronald Kelly, and that this friend forwards the mail to Birsan in bunches. However, I'd appreciate hearing any evidence on this and other matters related to the Great Kelly Hoax. Please write me or John Boyer if you have any information which will help to clarify the picture. Thank-you for your help in advance.

Howard Mahler

% Math Department, Princeton U.
Princeton, NJ 08540

SOLITARY

CONFINEMENT

CHAPTER 5 (Anonymous)

Torgen took a deep breath and slowly exhaled. He returned the #6 Phillips head screwdriver to its position in the tool case, slapped to the floor and leaned back against the wall of the control panel.

He closed his eyes and relaxed, organizing his thoughts. He had been working nonstop for 19½ hours, with only 3 short breaks to go to the john and gulp down a sandwich and cup of coffee. He knew the mental pressures on him were affecting his physical stamina. But he was nearly finished now, saving about two hours time.

Since starting to replace the throttle switch Torgen had not checked on the ship's status. Torgen reasoned that keeping his mind active with the repair job would keep him from going up the wall as he watched the face of Jupiter rapidly growing larger.

Torgen slowly got to his feet and walked across the control room to the command chair. Punching the proper buttons, he received the ship's status from the Xarraz computer. His speed was now 4.986 mph, estimated impact with Jupiter was 11 hours, 36 minutes. Of course, that would change. Each minute that passed took him closer to Jupiter, whose magnet then would exert a little more pull on his metallic ship and increase his speed slightly. A continuing circle, shrinking with each passing minute. At point of impact, the USS 431J would be hauling its cargo, and Torgen, at roughly 7 million mph.

Torgen returned to the control panel, making the final connection about 40 minutes later. There was no point in testing the manual throttle switch. If it didn't work the first time he would not have enough time to make any adjustments.

Torgen set the switch on and returned to his command chair. The routine of firing up the engines consumed only a few minutes. He set all 10 drives to reverse and pushed the throttles forward one at a time until all ten were at maximum thrust. He watched his speed begin to decrease but at too slow a rate. Oh, the reverse thrust worked efficiently enough when the ship was only doing 1 or 2 million mph. But the engines just didn't have the power to slow down the ship when at higher speeds.

Fifteen minutes went by with a reduction
(cont. next page)

SOLITARY CONFINEMENT, CONT.

of speed of only 400,000 mph. A check of the computer informed Torgen that it was no good. He would not avoid a crash on Jupiter. He returned the engines to idle, set the thrust switch back to forward switch, and pushed the throttles forward. With all 10 psionic engines at full thrust the USS 431J steadily picked up speed. Torgen watched the speedometer climb from 4.5 million to 4.8 million to 5.2 million to 5.9 million. At 7.2 million mph, Torgen felt small tremors in the ship. A clear warning that he was reaching maximum speed. He eased back on the throttles, setting his engines to 85% thrust. That would keep the ship from vibrating itself to pieces. And Jupiter's gravitational pull would help his engines maintain speed.

Even at 85% thrust, the ship smoothly slid through space at 7.3 million mph. If Torgen was wrong, his impending doom would come in a matter of only 3 hours. If his hunch was right, he would bypass Jupiter by the slimmest of margins. But what then? How would the slingshot effect of Jupiter affect the ship? --to be continued.

DIPPY WORLD

Chapter Six: The Fury of Fighting...

The clashing of arms and shields sparkled underneath the red, morning sun while the dark masses pushed against the light-colored mass on the road. The leaders of the Council Expedition, BirSauron and Francis the Lion-Hearted, looked down upon the battle from their low hill. Orders went furiously back and forth from his hill and the battle down the road and below them. The yelling and screaming, the clash of arms of fight wafted up to them in no small amount--the call was drawing soldiers to the fight.

"Hell, I can't stand being up here and they fighting down there!" BirSauron took one look at Francis' eager face and both then dismissed the headquarters staff with instructions to envelope the Treeticks on their right flank. That completed, the movement should result in a won battle. The two then ran down to join the battle.

Our three heroes, John, Howard and Doug, were leading the fight in the center of the line against the Treeticks. It was here that the fighting was at its worst. There were Treeticks all over the place! Large, human-like apes, these Treeticks were stupid

fighters, but very strong. Get one whack from their sword without fending it and you were easily done for. The ground, however, was literally becoming covered with their battle dead. Howard, the biggest of the three heroes took one lunge at his enemy and sunk his sword into the hairy exposed belly of the Treetick. The loud groan and the sudden collapse told Howard he had hit home. But, before he could pull the sword out, another Treetick jumped on Howard! The two rolled on the ground wrestling and trying to kill each other. As it was, Howard would be no match for a Treetick in hand-to-hand combat, but Howard was born lucky.

"Hey, Doug!" yelled John, "Save Howard, he's under that Treetick--I gotta defend myself from this one!" John fended off a heavy blow with his shield and was again busy parrying with his enemy. He could only hope Doug heard his voice above the noise of the battle. Doug did hear John and after finishing off his foe he ran over to stab the Treetick right in the middle of its back to save Howard. Doug gave Howard a hand.

"Thanks, Doug, you saved my life for sure, I owe you something."

"Don't worry about it, there are more Treeticks to fight, grab your shield and sword!" Doug was amazed that there were so many Treeticks--he had never seen so many before for they once were just animals whom hunters hunted in the mountains. Now they were fighters--stupid, but they can fight and they were different somehow! More human-like! Doug had heard the stories and Francis the Lion-Hearted had filled him in with many details, but one could not believe until he saw them for himself.

Just then BirSauron and Francis arrived.

"Hey you guys, how come you aren't fighting?!" There are many good stabs right out there. Let's charge them!" BirSauron's eyes were gleaming with blood. "I think a charge will just be the remedy those Treeticks will need! Doug, order a line formation for a charge."

The line formed up and the charge was made upon the remaining Treeticks. The results were happily in the favor of the expedition. What surviving Treeticks could be seen were running away from the battlefield in a rout.

"Well, John, I guess we showed them how to fight!" Weary but victorious, Howard was already celebrating. "How about a drink, John?" Howard reached into his sack. John's reply was interrupted by BirSauron's booming voice. "No drinking on the field! We have

(cont. next page)

DIPPYWORLD, CONT.

to pursue the enemy to their camps. I have just learned of your folly, fellas....not telling me that you brought along those two jokers Rod and Peggy as oranges. Thought you would like to know the Treeticks managed to plunder our trains and took the sack with the two oranges." BirSauron was waiting for a reply. But, it was all the John, Howard and Doug, just returned, could do to blink their eyes in horror.

"Oh no!" cried John.

"Oh yes!" answered BirSauron.

"What will we do?" wailed Howard.

"Let's go after them right now!" Doug screamed.

"No you don't," ordered BirSauron, "We have to first regroup, rest a bit, clean up here and then we can pursue. Rod and Peggy will have to defend themselves until we can catch up. You are all dismissed." The three heroes grumbled and fumed, but there was no respite from a BirSauron chastening. The three left for a private talk among themselves. They passed by Francis the Lion-Hearted and he hailed them.

"Sorry about the bad news, but we'll save them, don't worry! I happen to know that Treeticks don't eat oranges. As long as they remain as oranges, they will probably be thrown away or left alone." Francis' information was soothing to the trio's minds.

"But, we still have to do something!" said Howard in desperation.

"Yes, we will, but we have to rest and get together our things for following the Treeticks." Francis' voice was at its most softest and soothing qualities. The three heroes felt satisfied. They agreed not to do anything drastic and would wait for the Expedition to move. The three bid farewell temporarily to Francis.

Francis continued on his way to see BirSauron. He found him busy ordering soldiers in the burying of their dead and other such sundry details of work done after battles have been fought.

"Francis," BirSauron had seen Francis coming, "What do you think of the battle. Can you tell me anything?"

"No, I cannot tell you much except to say that the Treeticks have never fought in such a large group before. Usually, our people were attacked by raiding parties and not by a small army as the one we just fought. I would think there were 10,000 of them!"

"That was what I thought and yet we only had at the most 5,000 men at arms. At such

odds we beat them pretty good. Is that usual?" BirSauron was slightly in the dark and didn't like the feeling.

"Yes, they are strong fighters, but they lack an ability to think--one would think they were being controlled by a mental force from a distance! We think some evil force has been able to breed them with humans to get what we now just fought. Treeticks they may no longer be, but I wouldn't call them anything better." Francis was mostly guessing, but it was the general idea most had about the Treeticks, one-time mountain game.

"HMMMMM, well, they do come from the mountains ahead. We should be able to track them down to their camps and then be able to trace further the source of the enemy." BirSauron halted, his voice softened, he continued, "I was wondering if those stories of them eating people were true..." For once BirSauron was himself interrupted.

"BirSauron!, my people have learned that as fact the hard way! Many a time the Treeticks have sacked our towns and carried off our women. We have found the remains of those women and they were....eaten." Francis spitted the last word out. For him, this was raw emotion--a deep hatred fueled by a fire never to be quenched while he lived.

--to be continued.

Letters to the Editor

There is little in the way of letters to publish, but what there is will be printed. First, the one important letter on the strike in Canada and then more on winning and second place from another.

From Robert Correll: Nice talking to you last weekend. I'm afraid I haven't got very much good news on the postal strike. The story as of now ((letter dated 2/28)) is basically unchanged, except that the pickets have been lifted from Toronto's post office. That's the reason I'm writing. I received mail today and yesterday, (the first in nearly two weeks) but I don't know how long it will last.

The maintenance workers are a rather small group, so it seems their strategy is going to be to mass their force at several major postal stations, trying to tie things up as much as possible. This generally means "rotating strikes" which can really slow things up.

I therefore suggest you might consider publishing any games that you have all the
(cont. next page)

LETTERS TO THE EDITOR

orders in for. I would imagine that mail would continue to dribble in from all parts of Canada until this thing is settled. I would suggest leniency with your deadlines, try to fit the games in where you can.

Should the letter carriers also go on strike, which will come later in March, the whole business might just grind to a halt. I guess the best solution is to just play-it-by-ear and do what you can to keep the games going until you stop getting orders or until your postoffice (USPS) puts an embargo on Canadian mail.

Here's hoping that this ends soon, and that this letter reaches you before Xmas. ((The strike has apparently eased up for the time being. All Canadian players got their orders in. Some said they got Impassable or Lost Horizon late, but were otherwise optimistic about the game situations. But, as Robert pointed out, things could again get worse, so cross your fingers!))

* * * * *

From Andy Phillips: If I lose '70BJ, Italy will still have done better than France? Suuure...Just like Germany did better than Poland in WWII. Credit like that I can do without.

You really don't seem to be taking in these discussions. For example, you persist in using "first" as a synonym for "victory", and "not taking first" as a synonym for "losing". Which is erroneous. Not as a matter of opinion. It's simply WRONG.

If you can convince another player that you've won and he should play for second when you really haven't got position to back it up...Well, I won't disagree with you on the diplomatic nature of your victory. But that's not to the point, and your own example again argues against you. For it's your argument that the fellow who goes prematurely after second (and who will certainly get it more often than not) should be rated higher than the fellow who knows better than to make the self-fulfilling prophecy.

((Okay, my reference to first as winning and otherwise as losing was my opinion of what you had felt about it! For me to win the game is not necessarily coming in first. It could be a draw, it could be coming from a certain defeat to survive, it is anything but that! Of course, I don't have any objections to coming in first...Diplomacy, on the other hand, isn't completely razzledazzle words convincing your enemy he doesn't stand a chance to beat you when he has 1 less unit

than you, diplomacy also entails using the game situation to your advantage when you yourself don't have complete military dominance. How does anyone win the game when we all start even (except for Russia with 4 units)? Simply, someone is convinced to do something wrong, either tactically or strategically--or someone plays upon the errors of his opponents. Remember, the player who wins didn't win because his own units were able to beat all others--he had to somewhere use diplomacy to get an ally to help him in some way--direct or indirectly. It all boils down to diplomacy. If a player can win a game earlier and not have all 18 centers, he is merely using refined diplomacy. Others who have to go the whole route and get 18 centers are actually doing worse!!! They're slower to win. The leading power who chooses someone to be his second place ally is merely choosing who will survive. If anyone takes his offer, his life was saved in return for servitude--but don't forget, Andy, that guy wouldn't take second unless he knew it was his only way out. So, there are two kinds of second place finishes: those who take it from the start of the game by plan and those who are forced into it by skillful maneuvering and diplomatic skill of the winner. Take your own game, Andy, 1970BJ. There are two big powers and three smaller powers. Only the two big powers have a chance to win the game. But, who will come in second? The other big power? NO!! Most likely, one or the other big power will be able to upset the current strategy of the minor powers for a draw by getting one of the minor powers to opt for second place in return for helping one big power to win. As a matter of fact, unless the draw comes soon, I look for either Austria or your Italy to win. Can anybody blame any of the minor powers for dropping the draw idea? We have two big dippy winners leading the game--who's gonna believe they will stick with the idea of having a draw for very long? If you had the chance, or if I were in your place, I would still try for a win. Time will tell.

Andy also sent us the solution to the puzzle of last issue--Andy was the only one who had the correct answer! Congratulations))

Buy the 1974 Diplomacy Handbook for \$3.00 and get a \$1.00 discount if you're a member of IDA! Crammed with great reading stuff on the hobby, the game, the people, the history. 80 pages of quality is hard to get these days and this is a bargain! Send your check made to I.D.A. to John Boyer!

EDITORIAL, CONT.
(from pg. 9)

Among the material in this special 3rd Anniversary Issue you should find a mini variant which I did just a few days ago in a spurt of energy. It has been awhile since I made any significant contribution to the variant branch of dippydom and so this was the result.

I used a shortcut system which I had developed to draw dippy maps. I think it works though you must still check out for bad situations and I didn't really check it out thoroughly.

Anyhow, the theory is that this game should be a fast cutthroat game which starts out slowly but then everyone ends up in war and the fun begins!

Some of the interesting rules of this variant, maybe the first of a series, are:

1. Fortified centers to aid in survival and to make defense behind the lines tougher.

2. Small number of centers to make a shorter game. The recent trend has been toward world variants with 15 countries and 100 centers. These games would take years to finish by mail! Regular dip is long enough as it is! So, why not a shorter game?

3. The global concept is still employed in using connecting spaces around the edges of the map. So, the advantage of having a corner like Turkey and England in regular dip is non-existent in Ancient Empires I.

4. The general technique involved in drawing the map was to avoid even numbered neighboring provinces for each province. This proved harder than I thought, but for the most part, this is the case. If you have an odd number of provinces touching each other, there's less chance of forming stalemate lines. And, there isn't enough supply centers on the map to allow construction of complete lines to make a stalemate line!

All in all, it should prove to be a good little game. If I get any favorable response about it (and I do want to hear the criticism of the map and play), then I'll go ahead with a similar sequel for a space variant....

Well, that is about all I can think of for this editorial. Next issue things will be back to usual, I hope. The workload at work is still too heavy and we're still working overtime. It was bad enough when I didn't work yesterday on Saturday, but I'll try to make it up by working late all next week.

Take it easy and go in peace.

SPANISH HISTORY, PART TWO
(Spain before the Conquest)

The Basques were in Spain in the Stone Age before the coming of the Iberians (who later amalgamated with invading Celts to become the Celt-Iberians). Phoenicians established trading posts in the south by the 11th century B.C., and later came Greek settlers and then the Carthaginians, who conquered most of Spain (3d cent. B.C.). Rome took it from them in the second of the Punic Wars (218-201 B.C.), completed conquest of most of the peninsula and integrated into the empire. Its Roman heritage was not lost even after the Germanic invasions, which began in A.D. 409. The Visigothic kings, who created a large state in the north and pushed to the south, kept Roman law and much of Roman civilization. Christianity had been introduced early and survived. The Visigothic state was, however, weak, and collapsed when a Moslem army from North Africa defeated King Roderick (711). Thus began the rule of the Moslems, called in Spain the Moors. The emirate (later the Western caliphate) was established at Cordoba, and a rich civilization grew up, with prosperous cities, well-regulated agriculture and industries, and flowering of architecture (as in the Alhambra at Granada) and learning (much knowledge of classic learning passed to Western Europe through Spain). The Moors were, however, divided among themselves, not only with successive dynasties (Abbadides, Almoravides, and Almohades) but with local rivalry. They never controlled the north where the Kingdom of Asturias survived as the seed of the Christian conquest. Leon, Castile, and Aragon grew more powerful, and despite constant wars among themselves, dotted with temporary alliances with various Moorish rulers, the Spanish Christian states gradually conquered the Moors. A landmark was the Spanish victory at Navas de Tolosa (1212), but the last Moorish stronghold did not fall until 1492 ((Remember Christopher Columbus, heh?)). By that time most of Spain had been united by the marriage of the rulers of Castile and Aragon, Ferdinand V and Isabella I. Their reign saw also the expulsion of the Jews from Spain (1492) and they later forced the Moors to accept Christianity (they were finally expelled). But the most important event of 1492 was the discovery of the New World by Christopher Columbus. This was the foundation of the Spanish Empire on which by the accession of Charles I (Emperor) in 1516 "The sun never set." --to be continued.

IMPASSABLE PUZZLES

Solution to #34:

$2\frac{1}{2}$ inches. The amount of water is the volume of a spherical segment of one base with radius NS and altitude PN. The formula for the volume of a spherical segment of one base is $V = \frac{1}{3}\pi h^2(3r-h)$, where r is the radius of the sphere and h is the altitude of the segment. Here $r = 12$ inches and $h = 6$ inches, so that $V = \frac{1}{3}\pi(36)\sqrt{3}(12)-6 = 360$. Since the volume of a cylinder is $V = \pi r^2 h$, where the radius $r = 12$ inches, then $\pi(144)h = 360\pi$; therefore, $h = 360/144 = 2.5$ inches.

Puzzle #35:

Enclose 12 square inches with twelve matches, each 2 inches long. This is easy!

FAMOUS QUOTES

Man is not the creature of circumstances,
Circumstances are the creatures of men.

--Disraeli, Vivian Grey

I am a citizen, not of Athens or Greece, but
of the world.

--Socrates.

Blue is true,
Yellow's jealous,
Green's forsaken,
Red's brazen,
White is love,
And black is death.

--Anonymous

IMPASSABLE #48

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Carlisle, PA 17013
United States of America

Your subscription is over____
Do you wish to trade for
this scrap?____
By you, standby for_____!

A QUIZ!

The following are a few quotes and a few authors, match the quote to its author.

- A. Commerce is the equalizer of the wealth of nations.
- B. All government--indeed, every human benefit and enjoyment, every virtue and every prudent act--is founded on compromise and barter.
- C. The more acquisitions the government makes abroad, the more taxes the people have to pay at home.
- D. Some statesmen go to Congress and some go to jail. It is the same thing, after all.
- E. It would be folly to argue that the people cannot make political mistakes. They can and do make grave mistakes. They know it, they pay the penalty, but compared with the mistakes which have been made by every kind of autocracy they are unimportant.
- F. All I know is what I see in the papers.
- G. Never leave that till tomorrow which you can do today.
- H. It is cowardice to commit suicide.
- I. In war events of importance are the result of trivial causes.

The following include the authors of the above, see if you can match the correct ones with the quotes (there are more authors listed to aid in confusion!):

Gladstone, Julius Caesar, Thomas Paine, Calvin Coolidge, Will Rogers, Edmund Burke, Adolph Hitler, Napoleon I, Franklin Roosevelt, Eugene Field, Tribune Primer, Ben Franklin, and Jack Anderson. Send in your matches!

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